

Adrina Khan

ENGL 3500

HW #7: Game Pitch

February 28, 2025

The game I want to create is inspired by *Nine Hours*, *Nine Persons*, *Nine Doors* and *Cube Escape*, in that it would incorporate a timeline, visual novel section, and point-and-click style escape rooms and puzzles. The central concept is that the player character wakes up to a world similar to his own, the world between life and death, the “Arc”; items float in midair, houses are upside down, and strange creatures roam around. The player must first escape their motel room by solving a series of puzzles to escape the room. As the player explores the unfamiliar, yet familiar world, he meets new characters who seem to be on his side. Through a series of player choices, the endings branch off into two main themes: returning to life or accepting death. Mechanics include point-and-click navigation, puzzles, and escape rooms as well as a visual novel section to convey the story. The player must complete puzzles, interact with the strange creatures and characters, and revisit memories of the past to piece together what happened as well as how to get out.

Nguyen argues that games create some sense of agency by placing the player in an artificially constrained environment in which the player obtains some goal, be it set by the game or an arbitrary one produced by the player’s views on the game. In the pitched game, the prelusory goal is somewhat complex; the player is given multiple choices of how the game should end, however the central goal is to escape the Arc. Although the player is given the choice of how the

main character will escape the Arc, the end goal will always be that he escapes; however, the player may choose to let him escape through death, through returning to life, or through allowing some other character to use him as a vessel for their own return. The obstacles and constitutive rules the player must face shapes the challenge and the game experience obtained by the player. The player must navigate the distorted arc, solve puzzles to move forward, and discern the fine line between the lies and truths of supporting characters, all while deciding if life or death is the best outcome for the main character. The permissible means of the game is somewhat straightforward: the player must navigate a confined space, complete sets of puzzles, and collect various items to advance the game's story. Additionally, the rules would follow a similar manner, in that the player must complete puzzles and escape rooms to continue moving throughout the Arc; without this aspect, it would take away from the literary narrative that the tensions of escaping adds as well as the urgency to leave the Arc. I hope to create some sense of agency and false illusion of choice to allow the player to "decide" whether the main character should return to the living world or accept his fate in the Arc.